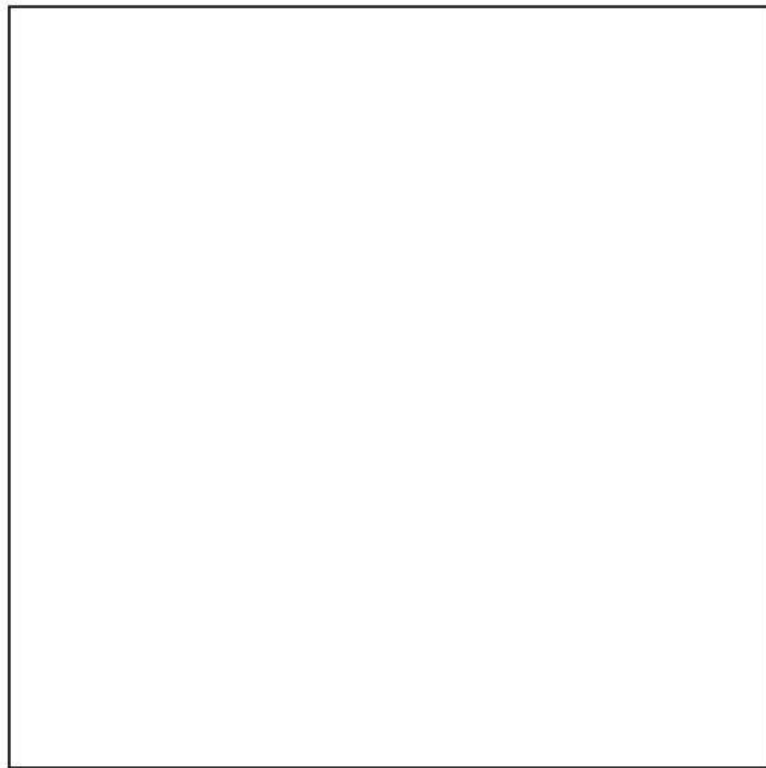# Project 153

DP EDUCATION

Coding School

153

❖ Add the Neon Tunnel backdrop using Choose a backdrop.

Neon Tunnel

❖ Add the Ball sprite using Choose a sprite. Set its X, Y position and size as below.

| Sprite | Ball | | ↔ x | -177 | ↕ y | 182 |
| Show | ◉ | Ø | Size | 75 | Direction | 90 |

Ball

❖ Add the Ball sprite again using Choose a sprite. Name the sprite as shooter. Set its X, Y position and size as below.

| Sprite | shooter | | ↔ x | 0 | ↕ y | -136 |
| Show | ◉ | Ø | Size | 75 | Direction | 90 |

shooter

❖ Add the Apple sprite using choose a sprite. Set its X, Y position and size as below.

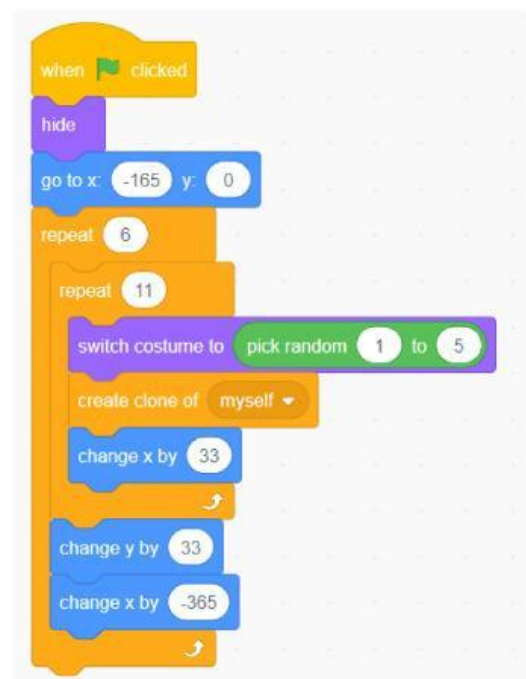| Sprite | Arrow1 | | ↔ x | 0 | ↕ y | -136 |
| Show | ◉ | Ø | Size | 100 | Direction | 90 |

Arrow1

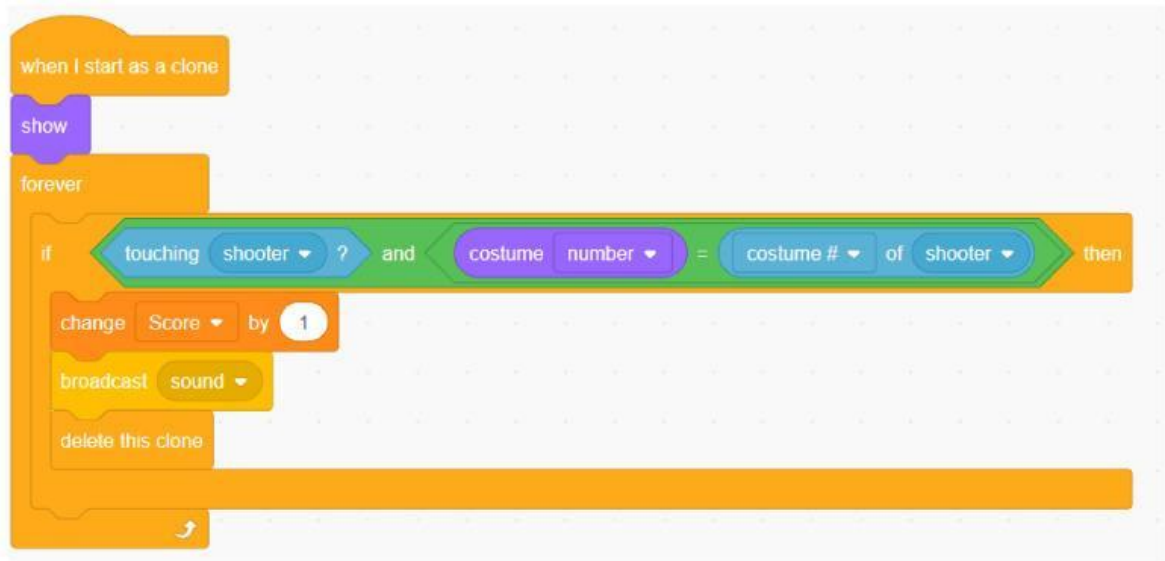• In the Arrow sprite, select the top left image from the costume.

❖ Let's prepare the code now.
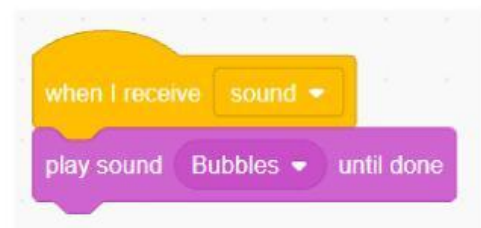
❖ First, let's prepare the code for the Ball sprite.

❖ When you click on the green flag, the Ball sprite should be hide and its X position should be -165 and Y position should be 0. In addition, the following should happen.

• Set its value to 6 using a Repeat block.
• There should be 11 Balls for one row. For that, use another Repeat block and give its value as 11. In that, add the block related to changing the costume random from 1 to 5 of the Ball sprite. The new clone should be prepared and their X location should be changed by 33 each.
• Now you have finished preparing the block set related to preparing a row with Ball 11.
• To prepare 6 rows with Ball 11, in the block given value as 6 for Repeat block, prepare the code as follows to increase Y position by 33 and X position to decrease by 365.

```
when ⚑ clicked
hide
go to x: -165 y: 0
repeat 6
    repeat 11
        switch costume to pick random 1 to 5
        create clone of myself ▾
        change x by 33
    change y by 33
    change x by -365
```

❖ The prepared clone should be show and the following events should happen continuously, use a forever block for that.

- When this sprite is touched by the shooter sprite and the costume number of this sprite is the same as the costume number of the shooter sprite, the value of the score variable should be increased by 1 and a massage should be received as a sound and this clone should be deleted.
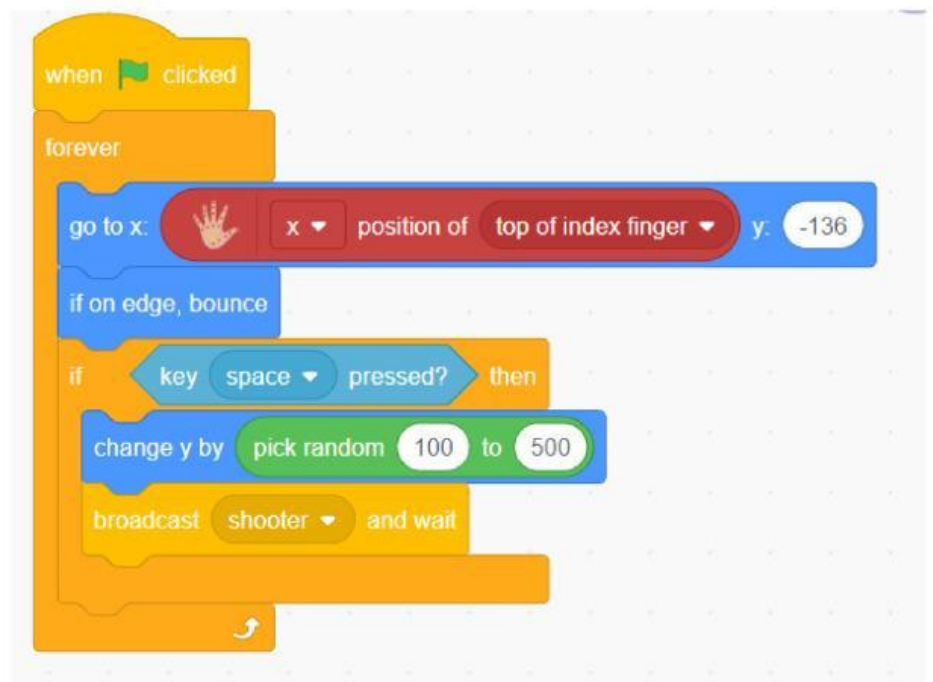
```
when I start as a clone
show
forever
    if  touching shooter ▾ ?  and  costume number ▾ = costume # ▾ of shooter ▾  then
        change Score ▾ by 1
        broadcast sound ▾
        delete this clone
```

❖ Click on Sound and select the bubbles sound.

❖ When a massage is received as a sound, prepare the code as follows to play the sound called bubbles.

```
when I receive sound ▾
play sound Bubbles ▾ until done
```

❖ Let's add a Human Body Detection extension for Add Extension.
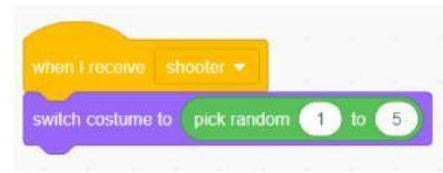

Human Body Detection
Identify human parts from image

❖ Let's now prepare the code for the shooter sprite.

❖ When clicking on the green flag, always give the position of the top of your thumb for the shooter sprite's X position. Enter -136 for the Y position. Can't move away from the screen. The Y position should change between 100 and 500 and a message should be broadcast as a shooter. For that, prepare the code as follows.

❖ When you receive a message as a shooter, the Ball sprite's costume should change from 1 to 5 randomly.

```
when I receive  shooter ▼
switch costume to  pick random  1  to  5
```

❖ Let's now prepare the code for the Arrow 1 sprite.

❖ Prepare the code so that the following events occur when the green flag is clicked.

> • Prepare a variable as Score. Set the value of Score variable as 0.
> • Camera must be on
> • Make this sprite a black layer.
> • Here your hand should be continuously analyzed and the position of the top of the right hand finger of your hand should be given for the location of the Arrow 1 sprite. For that, prepare the code as follows.

```
when ⚑ clicked
set  Score ▼  to  0
turn  on ▼  video on stage with  100  % transparency
go to  back ▼  layer
forever
    analyse image for hand from camera
    set x to  x ▼  position of  top of index finger ▼
```